

## **SUMMARY OF CLAIMED SUBJECT MATTER**

The invention is directed to a system for organizing and assembling information and resources for interaction with at least one user for facilitating creative problem solving. The claimed subject matter subject to this appeal is contained in the three independent claims as follows:

21. A system for organizing and assembling information and resources for interaction with at least one user for facilitating creative problem solving, the system comprising:

a host/server disposed on a network;

a plurality of devices connectable to the host/server via the network;

means for generating a plurality of user configurable electronic spaces, each electronic space configured for computer based display as a virtual room on display devices of each of the plurality of users, the electronic room spaces supported on the network;

means for each user to configure an individualized room by selecting graphic, textual and application information and resources for display in the individualized room, each configured and displayed as selectable iconic images located in the individualized room;

means for each user to access a respective individualized electronic room and means for actuating the selected iconic images for accessing the graphic, textual and application information and resources within the individualized electronic room space;

an intelligent agent application supported on the host/server for interacting with each user accessing an individualized electronic room;

means for monitoring the intelligent agent and means for engaging a dispatcher for locating resources and tools for the user responsive to the intelligent agent; and

means for storing and displaying the plurality of individualized electronic spaces.

26. An electronic space supported on a network and being accessible by a user, the electronic space comprising:

a computer generated image of a room viewable on a computer display device, the room image containing selected graphical and textual information visually displayed as decorative images or furnishing images within the room image, one or more images being settable as one or more iconic images activatable to access at least one selected resource or software application, each actively accessible selected resource or software application being usable within the room image, wherein a user creates an interactive and individualized computer generated room image furnished with selected decorative images and selected furnishing images, an electronic intelligent agent application integrated with the electronic space and programmed for interaction with at least one user within the individualized electronic room space, and

at least one iconic image representing means for engaging a dispatcher for locating resources and tools for the user.

32. A method for use of a computer based data processing system to enhance creating thinking comprising:

providing a computer based data processing system;

using the computer based data processing system to generate an electronic space represented as a computer generated image of a room viewed on a computer display device;

configuring the electronic space to contain activatable links represented as icons within the room, the icons linked to a plurality of data resources, human resources and software applications;

selecting at least one activatable icon and linking to the resource selected by the user; and using the resource within the electronic room space;

providing an intelligent agent application programmed for interaction with the user within the electronic room space;

using the intelligent agent to view and select the activatable links for incorporation in the electronic room space, and

providing access to a dispatcher for locating resources and tools for the user.

## **SUMMARY FOR CLAIM 21**

As to Claim 21, the invention is illustrated in Fig. 1, the system (1) including a host/server (2) disposed on a network (p. 5, l. 15-16) (Claim 21). Storage is provided to save the user configuration on the host/server, though storage on user devices is also contemplated.(p. 5, l. 21-p. 6, l. 3) (Claim 21)

A plurality of devices, such as the personal computer 3 or laptop computer 5 are connectable to the host/server.(Claim 21) The host/server contains the software that acts as the means for generating a plurality of user configurable electronic spaces (4, 8, 6, 9 and 11) (p. 5, l. 15-p. 6, l.3; p.20, l. 9-11).(Claim 21) A user configured electronic space is configured by the user to look like a room (12) with furnishings and decorations (see Fig. 2) containing a plurality of images that also function as links to various resources and applications. (p. 7, l. 11-19).(Claim 21)

Each user may access the electronic space by means of various electronic devices, such as the PC (3), laptop (5) or a mobile wireless device (7), and then may select specific icon

images such as the phone (14) to activate one of a selection of communication links or engage the typewriter icon ( 15) to use a word processing application (p. 7, l. 13-17)(Claim 21)

The electronic room space, best shown in applicant's Fig. 2, is not a conventional user interface. The room image is configured by the user to contain personalized iconic images representative of the tastes of the user, and which also act as interactive user configured links to selected resources. The links enable the user to interact with selected resources, to gather further resources and to interact with selected individuals, providing a unique workplace conducive to problem solving.

Fig. 3 illustrates the multidimensional interaction available to a user of the applicant's invention. A user configured virtual room has selected "decorations" and "furnishings" that actually link to specific resources so the user can literally work within the "room" on problem solving. Each member of a group working on the same problem has their own room, so each can interact not only with their selected resources but also with each other in a common electronic space or "meeting room". Thus, the electronic space is a dynamic environment for the user, not merely a man-machine interface.

Independent claim 21 also incorporates an intelligent agent application, and means to engage a dispatcher in locating resources and tools to assist the user. (p. 5, l. 3-7; p.10, l.15-18; p.14, l.20 - p.15, l.5; p. 17, l. 8-12). The user also has a system monitor to oversee and work in concert with the intelligent agent (p. 5, l. 3-7), and which may also function as a dispatcher for locating resources on request, providing tools for creating reports, graphics, letters, presentations, access to an AI based system for morphing solutions, etc. (p.14, l. 20 - p. 15, l.5). The dispatcher may also locate experts or relevant databases, or technical resources, to facilitate the problem solving process. (p.17, l. 8-12). Utilizing the electronic space, including the intelligent agent and dispatcher, a user can increase the speed at which a solution

is arrived at, and can develop solutions that would be difficult to arrive at in a standard office setting. (p. 19, l. 20-p. 20, l. 8)

### **SUMMARY FOR CLAIM 26**

As to Claim 26, the invention is illustrated in Figs. 1 and 2, the system (1) including a computer generated image of a room viewable on a computer display device, the room image containing selected graphical and textual information visually displayed as decorative images or furnishing images within the room image, one or more images being settable as one or more iconic images activatable to access at least one selected resource or software application. (p. 7, l. 7-p. 9, l. 21)

The user configured electronic space is configured by the user to look like a room (12) with furnishings and decorations (see Fig. 2) containing a plurality of images that also function as links to various resources and applications. (p. 7, l. 11-19). (Claim 26)

The electronic room space, best shown in applicant's Fig. 2, is not a conventional user interface. The room image is configured by the user to contain personalized iconic images representative of the tastes of the user, and which also act as interactive user configured links to selected resources. The links enable the user to interact with selected resources, to gather further resources and to interact with selected individuals, providing a unique workplace conducive to problem solving.

Fig. 3 illustrates the multidimensional interaction available to a user of the applicant's invention. A user configured virtual room has selected "decorations" and "furnishings" that actually link to specific resources so the user can literally work within the "room" on problem solving. Each member of a group working on the same problem has their own room, so each can interact not only with their selected resources but also with each other in a common

electronic space or “meeting room”. Thus, the electronic space is a dynamic environment for the user, not merely a man-machine interface.

Independent claim 26 also incorporates an intelligent agent application, and means to engage a dispatcher in locating resources and tools to assist the user. (p. 5, l. 3-7; p.10, l.15-18; p.14, l.20 - p.15, l.5; p. 17, l. 8-12). The user also has a system monitor to oversee and work in concert with the intelligent agent (p. 5, l. 3-7), and which may also function as a dispatcher for locating resources on request, providing tools for creating reports, graphics, letters, presentations, access to an AI based system for morphing solutions, etc. (p.14, l. 20 - p. 15, l.5). The dispatcher may also locate experts or relevant databases, or technical resources, to facilitate the problem solving process. (p.17, l. 8-12). Utilizing the electronic space, including the intelligent agent and dispatcher, a user can increase the speed at which a solution is arrived at, and can develop solutions that would be difficult to arrive at in a standard office setting. (p. 19, l. 20-p. 20, l. 8)

### **SUMMARY FOR CLAIM 32**

As to Claim 32, the invention is illustrated in Fig. 1, the system (1) including a host/server (2) disposed on a network (p. 5, l. 15-16) (Claim 32) The host/server contains the software that acts as the means for generating a plurality of user configurable electronic spaces (4, 8, 6, 9 and 11) (p. 5, l. 15-p. 6, l.3; p. 20, l. 9-11).(Claim 32) A user configured electronic space is configured by the user to look like a room (12) with furnishings and decorations (see Fig. 2) containing a plurality of images that also function as links to various resources and applications. (p. 7, l. 11-19).(Claim 32) The user thus has the capability to follow the steps of configuring the electronic space to contain activatable links represented as icons within the room, the icons linked to a plurality of data resources, human resources and software

applications. The user also being able to select at least one activatable icon and linking to the resource selected by the user; and then to use the resource within the electronic room space.(p. 6, l.19-p. 76; p. 8, l-8; p. 9, l. 3-21).

Each user may access the electronic space by means of various electronic devices, such as the PC (3), laptop (5) or a mobile wireless device (7), and then may select specific icon images such as the phone (14) to activate one of a selection of communication links or engage the typewriter icon ( 15) to use a word processing application (p. 7, l. 13-17)(Claim 32)

The electronic room space, best shown in applicant's Fig. 2, is not a conventional user interface. The room image is configured by the user to contain personalized iconic images representative of the tastes of the user, and which also act as interactive user configured links to selected resources. The links enable the user to interact with selected resources, to gather further resources and to interact with selected individuals, providing a unique workplace conducive to problem solving.

Fig. 3 illustrates the multidimensional interaction available to a user of the applicant's invention. A user configured virtual room has selected "decorations" and "furnishings" that actually link to specific resources so the user can literally work within the "room" on problem solving. Each member of a group working on the same problem has their own room, so each can interact not only with their selected resources but also with each other in a common electronic space or "meeting room". Thus, the electronic space is a dynamic environment for the user, not merely a man-machine interface.

Independent claim 32 also incorporates an intelligent agent application, and means to engage a dispatcher in locating resources and tools to assist the user. (p. 5, l. 3-7; p.10, l.15-18; p.14, l.20 - p.15, l.5; p. 17, l. 8-12). The user also has a system monitor to oversee and work in concert with the intelligent agent (p. 5, l. 3-7), and which may also function as a

dispatcher for locating resources on request, providing tools for creating reports, graphics, letters, presentations, access to an AI based system for morphing solutions, etc. (p.14, l. 20 - p. 15, l.5). The dispatcher may also locate experts or relevant databases, or technical resources, to facilitate the problem solving process. (p.17, l. 8-12). Utilizing the electronic space, including the intelligent agent and dispatcher, a user can increase the speed at which a solution is arrived at, and can develop solutions that would be difficult to arrive at in a standard office setting. (p. 19, l. 20-p. 20, l. 8)